VISIT…

The Hidden Vault

Instant Adventure for 4–6 characters levels 5–7

d20 system

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The Guildmaster gazes at each of you in turn. "Thank you for agreeing to this meeting. We have heard many tales of your adventures, of the services you have rendered and the quests you have undertaken on behalf of so many, both lordly and common."

The Guildmaster's eyes drift to one of the maps hanging on the wall, one that charts the great mountain range to the north. "This guild trades extensively with the mountain dwarves, largely for precious metals of all varieties. Recently, the dwarves lost contact with one of their most valuable mines, Silverhall, which lies in the heart of those mountains."

"Our dwarven friends have dispatched two separate parties to travel to the mines and return with word of what has transpired there. Neither has been heard from since leaving the dwarven holdfast. The dwarves have now entreated us for our assistance, and we intend to provide it."

The Guildmaster reaches into a desk and draws forth a large leather bag that clinks enticingly when he places it before you. "We ask you to travel to Silverhall and learn what has happened there. If, as I fear, something terrible has befallen the miners, do all that is in your power to find and rescue any that yet live. Do this, and you shall have our gold and our gratitude."

You're not sure which is more valuable, but both could come in handy.

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$3.95
DD01
ISBN: 1-887911-42-1

LEGENDS & LAIRS
INSTANT ADVENTURE

d20 system

The Hidden Vault

by Greg Benage

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

Series I
Number 1

THE HIDDEN VAULT

By Greg Benage

Instant Adventure for 4-6 characters levels 5-7

HOW TO USE THIS PRODUCT

This adventure takes place in the world of Menarra, the setting of Fantasy Flight's best-selling Diskwars fantasy battle game. This provides a convenient frame of reference, but the adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of new monsters and magic items introduced in the adventure. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

Dungeons & Dragons® This adventure requires the use of the Dungeons & Dragons® *Player's Handbook*, Third Edition, published by Wizards of the Coast®. You won't be able to run the adventure without it.

INTRO TEXT

You enter the office of the Merchant Guildmaster, heeding the summons of the courier who interrupted your breakfast at the inn this morning. The Guildmaster sits behind a vast desk made of some unknown, exotic wood.

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DM BACKGROUND

Dwarves from the mountain Kingdom of the Anvil began mining the Stormtop Range centuries ago. Its rich veins of precious metals made it worth the risk imposed by the mountains' proximity to the Char'gr Wastelands, a place where dark things roam the night and civilized folk fear to tread.

Silverhall is one of the dwarves' most recent mines in the area, the first tunnels having been dug only a few decades ago. For years, Silverhall produced tons of ore rich with silver and gold. Several months ago, however, the expected caravan carrying a shipment of ore failed to arrive at the mountain city of the Kingdom of the Anvil. A troop of dwarven scouts were immediately dispatched to Silverhall to discover the reason for the delay. They never returned. A squad of dwarven warriors was sent after them, and when they did not return either, the dwarves sent word to the Merchant Guild in the human cities to the south, requesting their assistance.

A few months ago, just before contact with Silverhall was lost, a powerful earthquake shook the mountains of the Stormtop Range. The mine was badly damaged, and worse yet, the quake opened a passage to a subterranean R'Karg nest (see New Monster section). These horrifying, insectoid creatures swarmed through the mine, paralyzing the miners with their powerful venom and dragging them down to the nest to feed their Mother. When the dwarven warriors arrived at the mine, they too were overcome by the R'Karg.

The monsters still lurk in the depths of the mine, their insatiable hunger growing with each passing day.

ADVENTURE SUMMARY

The Hidden Vault is a d20 System adventure suitable for 4-6 characters of levels 5-7. By adjusting the numbers and abilities of the R'Karg,

it can be easily customized to any experience level. The Hidden Vault can be played as a standalone adventure or incorporated into an existing campaign.

The Guildmaster will offer the characters 1,000 gp each to undertake the mission and discover the fate of Silverhall. He will advance them half of the fee up front and provide them with provisions and a map showing the location of the mine. The Guildmaster will pay the remainder of the fee if the characters return having successfully completed the mission. He may also do them a favor or two in the future, at the DM's discretion.

The Silverhall Mine

Silverhall is located deep in the Stormtop Range. The only entrance is a single rough-hewn tunnel dug straight into the side of a mountain. The tunnel opening is barred by a heavy iron gate, but it is unlocked and stands ajar. Alert characters who make a Spot check (DC 15) may also notice a lot of loose rock and debris around the entrance, as if there has been a landslide recently. The tunnel leads down at a sharp angle about 100 feet to the first level of the mine.

Silverhall was built by dwarves and worked by dwarven miners, and the construction shows it. The tunnels and chambers are typically no more than six feet in height. This was sufficient for the diminutive dwarves to swing their picks, but it will be rather uncomfortable for taller races. Characters more than five feet tall will suffer a -1 penalty to all attack rolls with swung weapons, such as swords and axes. Characters more than six feet tall will have to crouch down just to walk. They will suffer a -1 penalty on attack rolls even with thrusting or missile weapons, and a -3 penalty on attack rolls using swung weapons. The tunnels are not constructed on a flat plane, but rather twist up and down at various angles and elevations.

The mine has four levels: The second level is directly below the first, the third is directly below the second, and the fourth level is directly below the third. About 30 feet of solid granite separate each of the levels. Throughout each level, vertical shafts connect it with the other levels. These shafts are about five feet in diameter and are marked on the map (see pages 8-9) with letters. A shaft with a given letter runs from one level to another. For example, Level 1 and Level 2 are connected by Shaft D; Level 1 and Level 3 are connected by Shaft H. Each shaft is equipped with a rope-and-pulley system used to raise and lower miners and ore buckets through the shafts. If they lack flight, levitation, or similar magic, the characters will have to climb or use these ropeand-pulley mechanisms to move between levels. Climbing up or down the shafts without a rope requires a Climb check (DC 22).

Silverhall extends below an underground river that flows through the Stormtop Range and down into the valleys to the south. During the earthquake, a fracture was created in the rock holding back the river, and the mine was flooded. The flooded areas of the mine are shaded gray on the maps. The water's depth in each area is also recorded on the map.

The area around the mine is still unstable from the earthquake, with aftershocks and tremors hitting at random intervals. For every 10 minutes the characters are in the mine, roll a d10. If the result is a 1, a major aftershock hits and the main tunnel collapses, sealing the characters in. Using the plentiful tools in the mine, the characters will be able to dig their way out, but it will take about three days of hard labor. Of course, powerful characters may be able to escape more quickly using appropriate spells, such as move earth and teleport. Chances are, though, they'll have to clean out the mine first, or the constant R'Karg attacks will make clearing the tunnel an impossible task.

The R'Karg

To free Silverhall from the infestation of R'Karg, the characters will have to explore the mine and discover the R'Karg Nest in the hidden vault (#14 on Level 4). As they explore, they will have to deal with the R'Karg. At any given time, there are about 10 R'Karg on each level. However, they are constantly moving between the levels through the mine shafts, so it is impossible to keep an accurate count.

There are set encounters scattered throughout the levels of the mine, but there should be random encounters with R'Karg as well. Every time the characters enter a new chamber or tunnel, roll a d10. On a result of 1-3, the characters encounter that number of R'Karg. For example, on a result of 3, the characters would encounter a group of 3 R'Karg; on a result of 4 or higher, there is no encounter. These creatures will always attack the characters, using stealth and surprise if possible. If seriously wounded, they will attempt to flee down a nearby shaft to a lower level.

As detailed in their description (see the New Monster section), the R'Karg are psionically controlled and powered by the Mother. The closer the R'Karg are to the Mother, the stronger this psionic link is, and the stronger the R'Karg are as a result. The R'Kargs' abilities therefore depend on the level of the mine on which they are encountered.

On Level 1, the R'Karg suffer a -3 circumstance penalty to hit dice, initiative, AC, melee attacks, damage, saves, and skill checks, and a -6 penalty to Intelligence and Wisdom; on Level 2, the penalty is -2 for hit dice, initiative, AC, melee attacks, damage, saves, and skill checks, and -4 for Intelligence and Wisdom; on Level 3, the penalty is -1 for hit dice, initiative, AC, melee attacks, damage, saves, and skill

checks, and -2 for Intelligence and Wisdom. The R'Karg function normally on the bottom level of the mine.

If a R'Karg moves to a lower level, its current and maximum hit points increase, but it does not automatically recover lost hit points. For example, a R'Karg that moves from Level 1 to Level 2 would gain 1d8+1 hp. However, it would not recover any hit points it lost in a previous combat with the characters.

As noted above, the R'Karg become smarter the closer they are to the Mother. As a result, their tactics will change from one level of the mine to another.

On Level 1, they are unintelligent beasts, acting purely on instinct.

On Level 2, their intelligence is similar to that of an ape or other relatively intelligent animal. These R'Karg will work together when possible, using simple cooperative tactics.

On Level 3, the R'Karg are nearly as smart as an average human, and terribly cunning. They will always work together unless somehow separated, and they will use more clever tactics to attack the characters. They will attack the characters from several directions at once. They will use the mine shafts to circle back and get behind the characters. They will cover for their wounded, allowing them to withdraw and recover.

On Level 4, the R'Karg are as intelligent as humans. Lone R'Karg will retreat from combat to a designated place where several of its fellows wait in ambush. If the R'Karg are overmatched by the characters, they will hit and run, attacking with surprise and then immediately retreating into the darkness. Wounded R'Karg will hide and wait until their hit points have regenerated, then attack once again. If the Mother's nest is discovered and attacked, all of the surviving R'Karg on Level 4 will immediately rush in and attempt to defend her.

The R'Karg live only to feed the Mother. If possible, they will seize dead or unconscious characters in their powerful mandibles and attempt to drag them down to the nest.

As the characters explore each location in the mine, read the boxed text entries aloud. Remember to adjust the descriptions based on the range of the light source the characters have available.

1. Entrance Tunnel

A long rough-hewn tunnel leads from the surface at a sharp angle down into the mine. The tunnel is wide but low, obviously built by dwarves, and some of you have to crouch uncomfortably to keep from hitting your heads on the granite ceiling. Twin iron rails run along the floor of the tunnel, leading into the blackness below.

The rails allowed the dwarves to push ore cars between the mine and the surface. There is one such car below, at the end of the rail line. The ore car is filled with granite rubble. A quick inspection will reveal no gold or silver in the rock.

2. Main Cave

The long tunnel opens up into a wide, irregular chamber carved from the stone. To the left and right, your light reveals several simple wooden sheds covered in dust and grime. One of the structures has been completely demolished and is buried in rubble that looks like it collapsed from above.

The sheds hold various tools and supplies used by the miners, including picks, shovels, rope, lanterns, and a 10-gallon cask of oil. Part of the ceiling in this chamber has indeed collapsed, partially burying one of the sheds. If the characters search through the debris, they will find the body of a dwarven miner. A character who makes a Healing check (DC 15) will notice that the body looks like it has been maimed, as if by a wild beast, in addition to being crushed by the falling rock. The miner is wearing a ring of freedom of movement on his right ring finger.

3. Elevator

Moving ahead, your light falls on a large mechanical contraption. A sturdy iron cage hangs suspended over a shaft that leads straight down, into the darkness. A wooden frame made of heavy beams is built over the shaft. A thick rope is fastened to the top of the cage and runs through a pulley set in the frame to a sturdy winch bolted into the rock floor. A crank allows the winch to be turned, raising or lowering the cage through the shaft.

The elevator cage is large enough to hold three humans. Turning the winch requires a Strength check, with a base DC of 5 if the cage holds 50 pounds of weight. Each time this weight is doubled, the DC increases by 5. For example, turning the winch would be DC 10 if the cage holds 100 pounds, and DC 20 if the cage holds 400 pounds. Two characters may turn the pulley at once, adding their Strength ability modifiers together.

The shaft is quite a bit wider than the elevator cage, with about three feet of clearance between an edge of the cage and the wall of the shaft. Before the earthquake, the shaft ran all the way down to the fourth level. Now, however, the shaft has caved in just below the third level, making the fourth inaccessible.

Characters standing near the edge of the shaft should make a Listen check (DC 15). If they succeed, they will hear a soft skittering in the darkness of the shaft. A R'Karg (14 hp) clings to the inside of the shaft about 20 feet down. It will jump onto the elevator cage if it descends, increasing the DC for turning the winch by 5. The R'Karg will attempt to attack anyone inside the cage.

4. Unfinished Tunnel

Several picks, shovels, and a broken lantern litter the floor of this unfinished tunnel.

If the characters enter this tunnel, three R'Karg (hp 16 each) will come skittering out of the darkness to attack, two running along the ground and one along the ceiling. If the characters do not enter the tunnel and do not see the creatures (Spot check with DC 10, assuming the characters' light source extends to the back of the tunnel), the R'Karg will skulk out of the tunnel and attack the characters from behind.

5. Flooded Cave

This large, open chamber dips down from the level of the tunnel you are in, and is partially flooded. Your light reflects off the surface, and you see occasional ripples play across it.

The water is about two feet deep at the lowest point. A R'Karg (hp 19) lurks in the middle of the pool and will attack anyone who enters it. The R'Karg can see, move, and breathe perfectly well under water, so it will remain submerged and try to attack with surprise, surfacing from below or behind a character. Observant characters who make a Spot check (DC 20) will notice the light glinting off a large gold nugget at the bottom of the pool. The nugget is worth 150 gp.

6. Dead Warriors

The half-eaten bodies of several dwarven warriors lay strewn about this chamber. The dwarves' deathly white faces are frozen masks of pain and terror. Their chain armor is twisted and torn, deep scratches have been gouged into their shields, and their broken bodies have been laid open by terrible claws. The deep brown stains of spilled blood darken the floor. Some of the dwarves apparently died with their weapons still in their scabbards or slung over their shoulders.

There are five bodies in the chamber. Another body lies at the bottom of Shaft L on Level 3. The dwarven warriors retreated to this chamber and made their last stand against the R'Karg. Each has a belt pouch with 50 gp worth of uncut gems. One of the dwarves clutches a magical battleaxe +2. Another has three potions in his belt pouch, one of cure serious wounds and two of water breathing.

7. Feeding Time

As you approach the southern end of this chamber, you see two of the insectoid monsters, their maws buried in the decomposing flesh of a dead miner. They raise their heads and look at you, gore dripping from their shiny black carapaces and their razor-sharp mandibles clicking evilly.

The three R'Karg (hp 18, 19, 20) will attack, retreating down Shaft A to Level 3 if they are seriously wounded.

8. Flooded Tunnels

Four narrow tunnels slope down from this tunnel into the darkness. Both tunnels are flooded, the water almost spilling out into the chamber.

The tunnels slope down at a fairly sharp angle, and the water gets deeper the further the characters proceed. The ends of the tunnels are completely submerged. Characters who proceed 10 feet or more down the western tunnel will hear sounds of running water through the rock with a successful Listen check (DC 15). Only a few feet of rock separate the tunnel from the underground river here. A R'Karg (hp 18) lurks at the submerged end of the tunnel and will attack underwater if a character proceeds more than halfway down.

9. Collapsing Tunnel

This tunnel is choked with thick wooden beams and fallen rock. The tunnel is almost completely closed off, with only a few small openings through the piled debris and rubble.

The dwarven miners brought in the heavy wooden beams to support this structurally unstable section of tunnel. Unfortunately, the tunnel collapsed anyway when the mine was flooded. The cave-in created a jagged, open cavity above the tunnel. A R'Karg (hp 26) hides in the cavity, waiting to drop on any characters struggling through the rubble below. Unless a character is specifically looking up into the cavity, it will require a Spot check (DC 25) to notice the R'Karg before it is too late.

10. Flooded Chamber

The southeast end of this chamber is completely flooded with water. A light of some kind emanates from the bottom, suffusing the water with a soft, white glow.

The glowing object is a simple stone with a continual flame spell cast on it. A dwarven warrior dropped it in the flooded cavern while battling the R'Karg. Two R'Karg drones (hp 25, 27) lurk below the surface of the water, hiding in the shadows at the edges of the chamber. They will attack any character who enters the water.

11. Tug O' War

As you turn down this tunnel, you see three of the hideous insectoid creatures fighting over the body of a dwarven miner. Each of the creatures has seized part of the body in its mandibles and is tugging and jerking at the body, trying to tear it away from the others.

When they sense the characters, the R'Karg (hp 27, 28, 29) will drop the dwarven miner and charge to attack.

12. Collapsed Cavern

Rubble and debris almost completely fill this large cavern.

The elevator (see #3) used to extend to this level, but the earthquake caused a section of the shaft to collapse and most of the room was filled with fallen rubble.

13. Barricade

The entrance to this tunnel is choked with rubble and broken wooden support beams. You can see the bodies of dwarven miners protruding from the debris in several places. About eight feet up the mound of rubble, a narrow opening appears to lead through to the tunnel beyond.

While it is supposed to look like a natural cave-in, this barricade was actually built by the R'Karg drones to protect the Mother's nest. Characters with the dwarven racial ability stonecunning, or those with appropriate Craft, Knowledge, or Profession skills (e.g., Stonemasonry, Mining, Engineering), can make a check to recognize that the barricade is artificial.

The opening at the top of the barricade is about three feet in diameter. A R'Karg (hp 35) "stands guard" here at all times, hanging upside down from the ceiling directly over the opening. It will drop onto any character crawling through the opening. Two more R'Karg (hp 33, 34) waiting at the base of the barricade will charge up the pile of rubble to join in the attack.

14. The Hidden Vault

This great cavern is on a higher plane of elevation than the rest of this level of the mine. The far northeast section of the cave is partially flooded, but the rest of the cavern is dry. A cone-shaped spire of earth rises from the flooded section. What look like giant eyestalks and insect antennae extend from the mound, and huge, ropy tentacles spill out of the top, flailing in the air and writing in the water.

As noted in the New Monster section, the R'Karg Mother will call any remaining drones in the mine to her defense as soon as she detects the presence of the characters. She will command the drones to attack any spell-casters or archers, while she deals with any characters foolish enough to come within range of her tentacles.

Scattered around the cavern floor below the water are a +2 hand axe, a +1 large wooden shield, a wand of magic missiles with 34 charges, two emeralds worth 1,000 gp each, a fire opal worth 800 gp, and a black peal worth 500 gp. Lodged in the R'Karg Mother's gizzard is a ring of protection +1. Partially hidden in debris at the bottom of the nest is the pick of mighty excavation (see New Magic Item section).

NEW MONSTER

R'Karg

Medium-Size Aberration
Hit Dice: 6d8+6 (33 hp)
Initiative: +4 (Dex)
Speed: 30 ft., climb 15 ft.
AC: 20 (+4 Dex, +6 natural)
Attacks: Bite +4 melee, stinger +4 melee
Damage: 1d10+3 bite, 1D6+3 stinger and paralysis
Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with stinger)
Special Attacks: Darkness
Special Qualities: Blindsight, regeneration 3, telepathy
Saves: Fort +6, Ref +6, Will +4
Abilities: Str 16, Dex 18, Con 12, Int 11, Wis 14, Cha 7
Skills: Climb +10, Jump +8, Hide +8, Listen +6, Move Silently + 6, Spot +6
Climate/Terrain: Warm desert and underground
Organization: Solitary, cluster (2-4), colony (15-30)
Challenge Rating: 4
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-9 HD (Medium-Sized); 10-12 HD (Large)

R'KARG

The R'Karg is an insectoid monster that dwells in the barren deserts and subterranean caverns of the Char'gr Wastelands. Its glossy black carapace and cruel mandibles make the R'Karg both extremely dangerous and terrifying to behold.

The R'Karg drone resembles a strange hybrid of giant ant and scorpion. The creature is encased in a hard, black exoskeleton, and a scorpion-like tail with lethal stinger curves from its anterior region back over and above the length of its body. The tail is long and powerful, able to strike several feet in front of the R'Karg. Six, multijointed legs end in sharp claws used for climbing and feeding, and the broad, sharp mandibles extending from the R'Karg's head section are used for grasping and tearing.

The R'Karg are the most patient predators in the Wastelands. Young R'Karg hunters bury themselves in the region surrounding their nest, lying in wait for days or weeks. When suitable prey passes near the nest, the R'Karg erupt from the ground, completely surrounding it. The drones

then paralyze their prey and take it back to the nest. Here they feed it, still breathing, to the waiting adults.

No one has ever seen an adult R'Karg and lived to describe it. Survivors of R'Karg attacks report seeing hideous, barbed tentacles reaching for prey from inside the creatures' nests. Scholars theorize that mature R'Karg are too large to leave their nests, and must rely on their offspring to bring them food.

Like many predators of the Wastelands, the R'Karg prefer flesh that has been seasoned by the forces of magic. Naturally magical creatures are their favorite prey, and their hunger for wizards is legendary.

Combat

The R'Karg drones are linked telepathically to a R'Karg Mother. Their strength depends on that of the telepathic link, so the R'Karg drones are strongest when very close to the nest and grow weaker as the distance increases. The statistics listed above describe a R'Karg within 150 ft. of the nest. A drone 151-300 ft. from the nest suffers a -1 penalty to hit dice, initiative, AC, melee attacks, damage, saves, and skill checks. A R'Karg 301-500 ft. from the nest suffers a -2 penalty to each of these abilities, and also loses the ability to regenerate. A R'Karg more than 500 ft. from the nest suffers a -3 penalty to the listed stats and loses its regeneration, darkness, and fear aura abilities.

In combat, R'Karg use stealth, cunning, and the spelllike abilities granted by their telepathic link to an adult to attack their victims. At the surface, they will burrow into the ground and then leap out on unsuspecting prey when it passes overhead. In their subterranean lairs, they will stalk their prey, using their innate darkvision and cause darkness ability to gain the advantage. The R'Karg will always try to paralyze prey and drag it back to the nest to feed the adults.

Blindsight (Ex): A R'Karg's antennae allow it to sense objects and creatures within 90 ft., even in total darkness.

Darkness (Su): Once per day a R'Karg can cause darkness as the spell cast by a 5th-level sorcerer. It typically uses this ability to blind its victims just before it attacks.

Regeneration (Ex): Fire and cold do normal damage to a R'Karg. If a R'Karg loses an extremity, the lost body part regrows in 3d10 minutes.

Telepathy (Su): A R'Karg drone can communicate telepathically with an adult as long as no more than 500 ft. separate them.

R'Karg Mother

Large Aberration
Hit Dice: 12d8+24 (78 hp)
Initiative: +4 (Improved Initiative)
Speed: 1 ft.
AC: 22 (+12 natural)
Attacks: 4 tentacles +13 melee
Damage: 1d10+4
Face/Reach: 10 ft. by 20 ft./20 ft. (Tentacles)
Special Attacks: Darkness
Special Qualities: Blindsight, regeneration 5, telepathy
Saves: Fort +4, Ref +4, Will +6
Abilities: Str 18, Dex 10, Con 15, Int 14, Wis 12, Cha 8
Skills: Climb +10, Jump +8, Hide +8, Listen +6, Move Silently + 6, Spot +6
Climate/Terrain: Warm desert and underground
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always chaotic evil
Advancement: 13-15 HD (Huge)

R'KARG MOTHER

Adult female R'Karg are massive, bloated creatures that look like a horrifying hybrid of insect and arthropod. Drones actually build the roughly conical nest of hardened earth around the Mother, and she soon becomes too large to leave the nest. She sprawls in the cool, dark nest, directing the activities of her drones, producing eggs and devouring the prey her children bring to her. Eyestalks and antennae protrude from the nest, allowing the Mother to sense anything within 90 ft. Tentacles spill out of the top of the nest, writhing and flailing at her prey. Because she devours them soon after mating, males are rarely found in a R'Karg nest.

The R'Karg Mother devours many of her victims whole, grasping the paralyzed prey in her strong tentacles and dropping them into her gaping, insatiable maw. Magical items resistant to her powerful stomach acids may be discovered in the Mother's gizzard.

Combat

If the nest is threatened, the Mother will command all of her drones to come to her defense. She will focus the drones' attentions on spell-casters and archers who she cannot reach. Protected by the hardened nest and her strong chitinous exoskeleton, she will attack with her tentacles, grappling and constricting anything within reach.

Blindsight (Ex): A R'Karg Mother's spindly antennae allow her to sense objects and creatures within 90 ft., even in total darkness.

Darkness (Su): At will, a R'Karg Mother can cause darkness as the spell cast by a 7th-level sorcerer.

Regeneration (Ex): Fire and cold do normal damage to a R'Karg Mother. If she loses an extremity, the lost body part regrows in 3d10 minutes.

Telepathy (Su): A R'Karg Mother can communicate with and direct her drones telepathically as long as no more than 500 ft. separate them.

Improved Grab (Ex): To use this ability, the R'Karg Mother must hit a Medium-Size or smaller opponent with a tentacle. If the grapple is successful, the R'Karg Mother can constrict the victim.

Constrict (Ex): The R'Karg Mother deals automatic tentacle damage with a successful grapple check against a Medium-Size or smaller opponent.

NEW MAGIC ITEM

Pick of Mighty Excavation

Crafted for a dwarven king centuries ago, this minor artifact appears to be a +2 heavy pick. If wielded by a dwarf of Strength 16 or higher, however, the pick is capable of excavating three cubic ft. of solid rock in a single hour. The type of stone makes no difference-the pick cuts as easily through granite as it does through limestone.

The shaft is constructed of ironwood carved with dwarvish runes, while the head and pick itself are made of the strongest steel. The handle is wrapped in dragon's hide to provide a steady and durable grip.

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